

1 • Jerran Tierney, Armor Smith (001F) 5

Tierney designed the Juggernaut, FedGrav's latest contribution to the Earthar armored divisions. He considers the elegant sphere to be nature's perfect design.



CHARACTER • FEDGRAV • TECH • UNIT

POWER 3 TACTICS 3 DEFENSE 5

• Pay 2 energy ≈ Make your target vehicle immune to attrition until end of turn.
 • Pay 2 energy ≈ Make your target unit at a site with your vehicle immune to attrition until end of turn.
 • Pay 4 energy ≈ Make your battle destiny +D in target site battle where you have a vehicle.

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2 Rookie Flyer (002C) 4

Fresh out of Basic Flight, he is ready for combat. That's what Admiral Hicks told his class at their commencement address.



CHARACTER • iCOM • TECH • UNIT

POWER 1 TACTICS 1 DEFENSE 3

Piloting 1 (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)

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2 iCom Reserve Commander (003A) 2

Many high ranking iCom veterans serving planetside returned to fleet duty. Donat Barton found the change welcome and exhilarating.



CHARACTER • iCOM • TECH • UNIT

POWER 3 TACTICS 2 DEFENSE 3

Pay 3 energy ≈ Make this character tactics +2 until end of turn.

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2 Dirtside Operative (007D) 3

Not every iCom recruit is graduated from Basic Flight. Barow relies on ground ops to supply information about pirate intents and operations.



CHARACTER • iCOM • INFILTRATOR • UNIT

POWER 2 TACTICS 2 DEFENSE 3

Quickdraw 1
 Each time an activated ability on a weapon beneath this character damages an opponent's unit, you may make your opponent lose 1 energy and put that card face down on your stockpile asset.

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2 Savvy Tuner (008B) 3

If you need it fixed now, Cley Moydock will fix it for you. Now.



CHARACTER • FEDGRAV • INVERTER • UNIT

POWER 3 TACTICS 1 DEFENSE 4

When this character enters play from your hand, if you have three or fewer support icons, you may invert it.
 Revert this character ≈ Cancel target pending activated ability.

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2 Trench Sweeper (009B) 3

Less maneuverable than the standard GR-Blade, sweepers root out enemies hiding behind hardened defenses.



VEHICLE • FEDGRAV • UNIT

POWER 2 TACTICS 2 DEFENSE 3

Size 2, Transport 1 (Each time this vehicle performs a movement action, you may move with it one of your characters.)
 • Pay 3 energy ≈ Cancel target pending drain at an adjacent site.

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2 Patrol Raven (013B) 4

Basic Flight does little to prepare a new Raven pilot for the dangers of the Belt. The wisdom of squadron veterans quickly supplants lectures and manuals.



SHIP (CAPACITY 1) • iCOM • FIGHTER

POWER 3 TACTICS 1 DEFENSE 4

• Pay 1 energy ≈ Make this ship power +1 until end of turn for each of your stockpile assets that has a card stacked on it.

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2 Raven Strafer (014G) 4

A pilot isn't truly accepted as a Raven without surviving a ground attack on an Accord hideout.



SHIP (CAPACITY 1) • iCOM • FIGHTER

POWER 3 TACTICS 1 DEFENSE 4

As long as you have a character that has piloting aboard this ship, your total power at related locations is +2.

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2 Raven Ambusher (015B) 4

Though often outgunned, Raven squadron relies on Barow's insight and "Juice's" trigger finger to see them through.



SHIP (CAPACITY 1) • iCOM • FIGHTER

POWER 3 TACTICS 1 DEFENSE 4

Each time your opponent uses a support icon on a related location, if you control this sector, you may look at the top card of that player's reserve.

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3

•Sydney "Juice" Seven (004B)

Born on a station below the system's ecliptic, "Juice" is over-confident and far too vocal. But when the Ravens face a nest of hekatons, he's the man that Nann Barow calls.

CHARACTER • iCom • TECH • UNIT

POWER 3

TACTICS 2

DEFENSE 4

Piloting 2 (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)
• Pay 1 energy ≈ As long as you have more characters with piloting here than your opponent, make your battle destiny +D in target sector battle here.

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3

Fleet Medtech (005E)

iCom regards medical aptitude highly and rewards top-scoring students with choice assignments. Barow makes sure the Ravens get the best medical personnel.

CHARACTER • iCom • INVERTER • UNIT

POWER 1

TACTICS 3

DEFENSE 3

When this character enters play from your hand, if you have three or fewer support icons, you may invert it.
Reduce your casualties by 4 here.

DEFENSE 1

TACTICS 3

POWER 3

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2 X Unc

2

Light Chucker (006C)

Angel Cruz prefers a F.L.I.C. to the standard iCom sidearm.

CHARACTER • iCom • WARRIOR • UNIT

POWER 2

TACTICS 2

DEFENSE 3

Quickdraw 1
• Dismiss your stockpile asset with X cards stacked on it ≈ Add X to the destiny of each card revealed using an activated ability on a weapon beneath this character until end of turn.

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3 X Unc

4

Rolling Forerunner (010E)

The first Earther vehicles to arrive provide attack coordinates and eliminate potential threats.

VEHICLE • FedGRAV • UNIT

POWER 4

TACTICS 2

DEFENSE 6

Size 2, Transport 1 (Each time this vehicle performs a movement action, you may move with it one of your characters.)
When this vehicle enters play from your hand, if you have three or fewer support icons, you may download a location that has an support icon.

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4

Robber Wagon (011D)

Juggernauts operating unsupported in enemy territory are equipped with reclaimer plants, capable of converting almost any energy source to power themselves.

VEHICLE • FedGRAV • INVERTER • UNIT

POWER 3

TACTICS 3

DEFENSE 3

Size 2, Transport 1
• Put the top card stacked on your stockpile asset in its owner's used pile ≈ Invert this vehicle.

DEFENSE 5

TACTICS 5

POWER 5

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2 X Unc

2

Fencer (012G)

Light and agile, fencers screen advancing infantry from counterattack.

VEHICLE • FedGRAV • UNIT

POWER 2

TACTICS 2

DEFENSE 3

Size 2, Transport 1 (Each time this vehicle performs a movement action, you may move with it one of your characters.)
At same and related sites, your opponent's units can not move (or be relocated?) except during that opponent's move phase.

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3 X Rare

4

•Croatoan (016F)

A veteran pirate hunter, the Croatoan's flock of Ravens boasts as many kills as the famed Inca squadron.

SHIP (CAPACITY 4) • iCom • CAPITAL

POWER 4

TACTICS 2

DEFENSE 6

Captain – Nann Barow, Transport 2
You cause attrition +X during battles here and at related locations, where X is the number of iCom ships and iCom units you have in that battle.

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3 X Rare

2

•Stork (017A)

After losing dozens of Juggernauts aboard iCom tenders, Fedgrav decided to build their own ships. The prototype of this new design is the Stork.

SHIP (CAPACITY 4) • FedGRAV • CAPITAL

POWER 2

TACTICS 2

DEFENSE 5

• Lose 2 energy ≈ Play a vehicle at full cost to the location of target battle at a related site. You cause attrition +D in that battle.

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3

•Nann Barow, Brigand's Bane (166G)

After Raving Red-Jane slipped through her fingers several times, Barow has vowed to terminate Jane's reign of terror.

CHARACTER • KIZEN • iCom • UNIT

POWER 4

TACTICS 3

DEFENSE 4

Piloting 2, Quickdraw 1
• Pay 2 energy ≈ If a battle has taken place here this turn, perform an attack here at no cost. You cause no casualties during that battle. You may use this ability only during your turn.

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3 X Start

0 Welles Gorget Disruptor (018G) 5

Intended to be the ultimate infantry cannon, the W80K can wreak havoc on any unfortunate souls nearby. Lightly armored troops quickly learn to stand behind the bearer.



WEAPON (CHARACTER) • RANGED

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < **D** +4. The first time you use this ability each turn, dismiss your other target undamaged unit here.

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1 When It All Goes to Hell (019C) 2

"Find something big to hide behind. Or just keep shooting and they'll be the ones to hide."



1/26 JAs cannot keep it (per WR)

INTERRUPT (Used)

Make your character that has tactics > 2 defense +4 until end of turn.

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0 Outfox (020A) 3

"Despise the enemy strategically, but take him seriously tactically." —Mao Tse-tung



INTERRUPT (Lost)

You may only play this interrupt if you have higher total tactics than your opponent in target site battle.

Make your opponent damage one of his or her units in that battle.

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2 Privilege of Prowess (024G) 3

Commanders have learned to look the other way when accomplished pilots bend minor regulations, including sporting unauthorized mustaches.



ASSET

• Pay 0 energy ≈ Play your character that has piloting aboard your ship. That character costs 2 less energy to play. You may use this ability only during your deploy phase.

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0 Out of the Sun (025B) 6

"We can't get a lock —too much solar interference."



ASSET

Each activated ability costs 1 more energy to use.

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1 We Protect Our Own (026C) 4

"Ravenous enemies threaten our borders. Betrayers and monsters lick their lips and sharpen their claws. They will not find Earth an easy meal." —Horatio Hicks



ASSET (Site)

You may play this asset beneath one of your opponent's sites.

Each of your opponent's drains here is -1 for each related sector you control.

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4 •Ask Questions Later (030E) 1

Whatever you hit, call it the target. Just be sure you shoot first.



ASSET

Your characters that don't have quickdraw gain **Quickdraw 1**.

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0

•Claiming Prisoners (021A)

The Commerce Authority always gets its man... or woman, or Shi, as the case may be.



ASSET • STOCKPILE

Each time your character that has tactics > 2 enters play if there is no card stacked here, you may make your opponent lose 1 energy and stack that card face down on this asset.

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3 X Unc

1

•Advance to Wasteland (022D)

"I will show you fear in a handful of dust." —T.S. Eliot, The Waste Land



ORDER (Lost)

Reveal the top X cards of your reserve, where $X = 7 -$ the number of your locations. Play all locations revealed. Shuffle your reserve. If you played no locations, your battle destiny is +2 until end of turn.

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3 X ???

0

Lie Doggo (023F)

"Space isn't barren. It's full of crevices from which to strike. Be the hand of death that reaches from the dark." —Horatio Hicks



ASSET

Each time you play a character that has piloting, you may stack a random card from your lost pile face down on this asset.

Remove a card stacked here from the game ≈ Make target ship power +1 until end of turn.

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3 X Unc

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Plague of Locusts (027D)

"The sunny sky went dark and we heard the buzzing. When the first Blade exploded, we knew the Quay were there." —Letter home from CGC grunt



ASSET (Unit)

At the end of your opponent's turn, you may return each unit here to its owner's hand.

When you reveal this card for battle destiny, lose 2 energy.

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3 X Rare

1

Denying a Foothold (028A)

Earth found her forces stretched thin as the Quay fought to stake a claim in the Asian Wastelands.



ASSET

• Dismiss target location that has no ships or units ≈ Make target character in a battle power +2 and defense +2 until end of turn.

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3 X Rare

3

Costly Upgrades (029A)

The new dynamic created by the incursion caused iCom to rush untested hardware into service.



ASSET

Each card you play costs one more support icon to play.

Each of your ships and units is power +1.

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